Will the broadcast flag interfere with consumers ability to make copies of DTV content for their personal use, either on personal video recorders or removable media?
See comment on next question about using content on other digital devices.

Would the digital flag interfere with consumers ability to send DTV content across networks, such as home digital networks connecting digital set top boxes, digital recorders, digital servers and digital display devices?
The "broadcast flag" would definitely limit the consumers' ability to use the content on other digital devices on the home.
The DCMA has proposed that content be coded in such a way that only devices that are designed to decode the content after
verifying that it is "legal" would be able to play it. This would exclude all existing equipment, as would it equipment
which the developer hasn't spent the additional time and money adding the "security" features to.

Would the broadcast flag requirement limit consumers ability to use their existing electronic equipment (equipment not built to look for the flag) or make it difficult to use older components with new equipment that is compliant with the broadcast flag standard?
The "broadcast flag" may or may not affect existing equipment. It would be expensive to test this in all cases. I would want
this thoroughly tested and publicly demonstrated before I would approve.

Would a broadcast flag requirement limit the development of future equipment providing consumers with new options?
As noted below under the costs question, I feel that imposing the requirement of the "broadcast flag" on equipment developers
will increase development costs and impact usability (see comments below). Because of this, some developers may not bother
developing a product because the costs of development are too high.

What will be the cost impact, if any, that a broadcast flag requirement would have on consumer electronics equipment?
As a professional software developer I can definitely say
with authority, that all software features cost money to develop, test and maintain. These extra features add complexity, and can (and do) affect reliability and usability.

This would have detrimental effects on the consumer, as the development costs will be past on to consumers, and could cause the equipment not to perform properly.

A good example of software complexity causing a product to perform sub-optimally is Microsoft Windows, and the all to common "Blue Screen of Death".

Other Comments:

The problem of intellectual property and media theft and piracy is a social one, and not a technological one.

No technology is going to prevent this. There is always an intelligent person out that with the desire and ability to crack it. Most of the proposed technologies from DRM (Digital Rights Management) software, and Palladium, to the DCMA proposals limit free use by the vast majority who are honest, and only want to use what they paid for, while the thieves will continue to figure a way around these barriers.

Passing a law requiring this flag will only set a dangerous precedent to all the content providers to impose even greater limits on content use in the future.

The laws should target those those distributing illegally copied content, not those who want to use them for personal use in a different way than the producing of the content intended.